Opcode::Point

+ x
+ y
+ z

+ Point()
+ Point()
+ Point()
+ Point()
+ ~Point()
+ Zero()
+ SetPlusInfinity()
+ SetMinusInfinity()
+ PositiveUnitRandomVector()
+ UnitRandomVector()
and 87 more...

+mDir
+mOrig

Opcode::Ray

+ Ray()
+ Ray()
+ Ray()
+ ~Ray()
+ SquareDistance()
+ Distance()